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ÉOMER LEADS THE CHARGE
AGAINST THE URUK-HAI!

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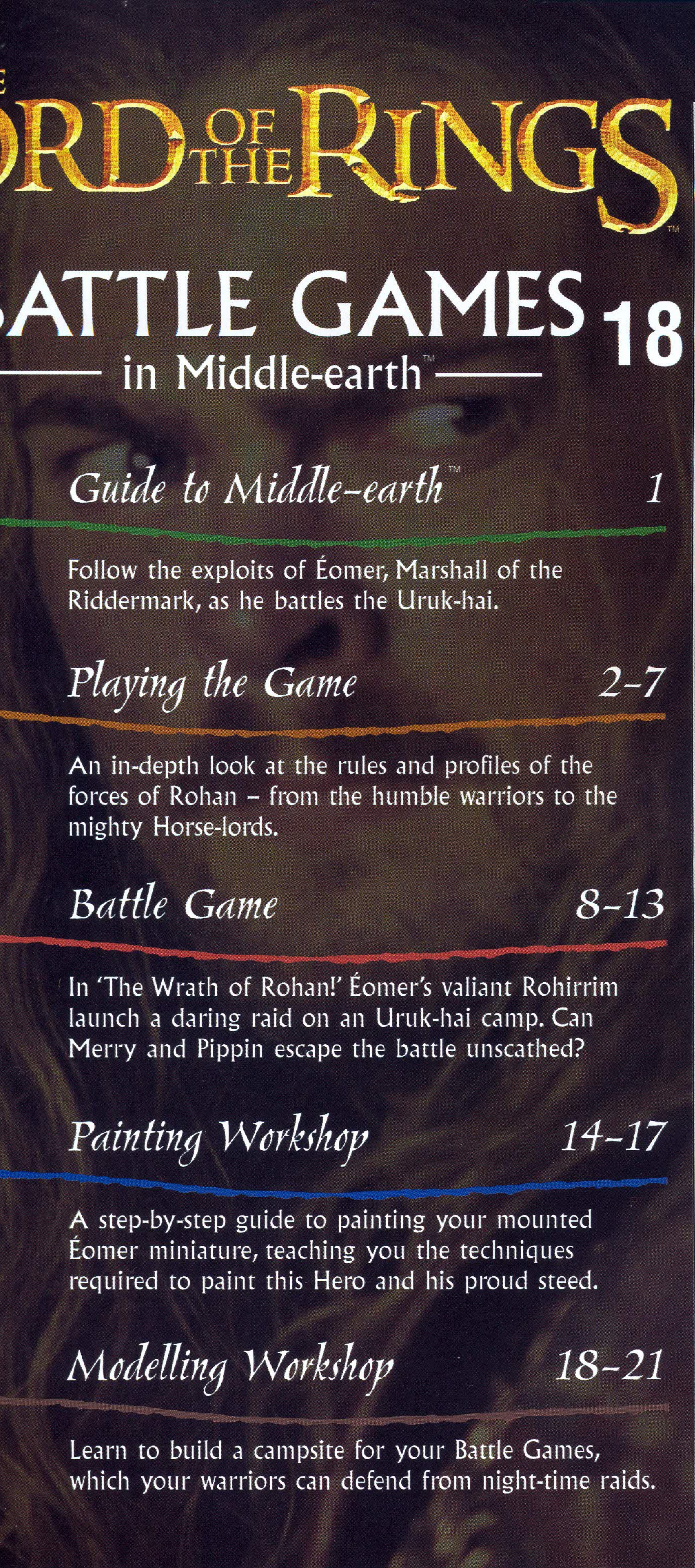

THE LORD OF THE RINGS™

BATTLE GAMES 18

in Middle-earth™

Guide to Middle-earth™ 1

Follow the exploits of Éomer, Marshall of the Riddermark, as he battles the Uruk-hai.

Playing the Game 2-7

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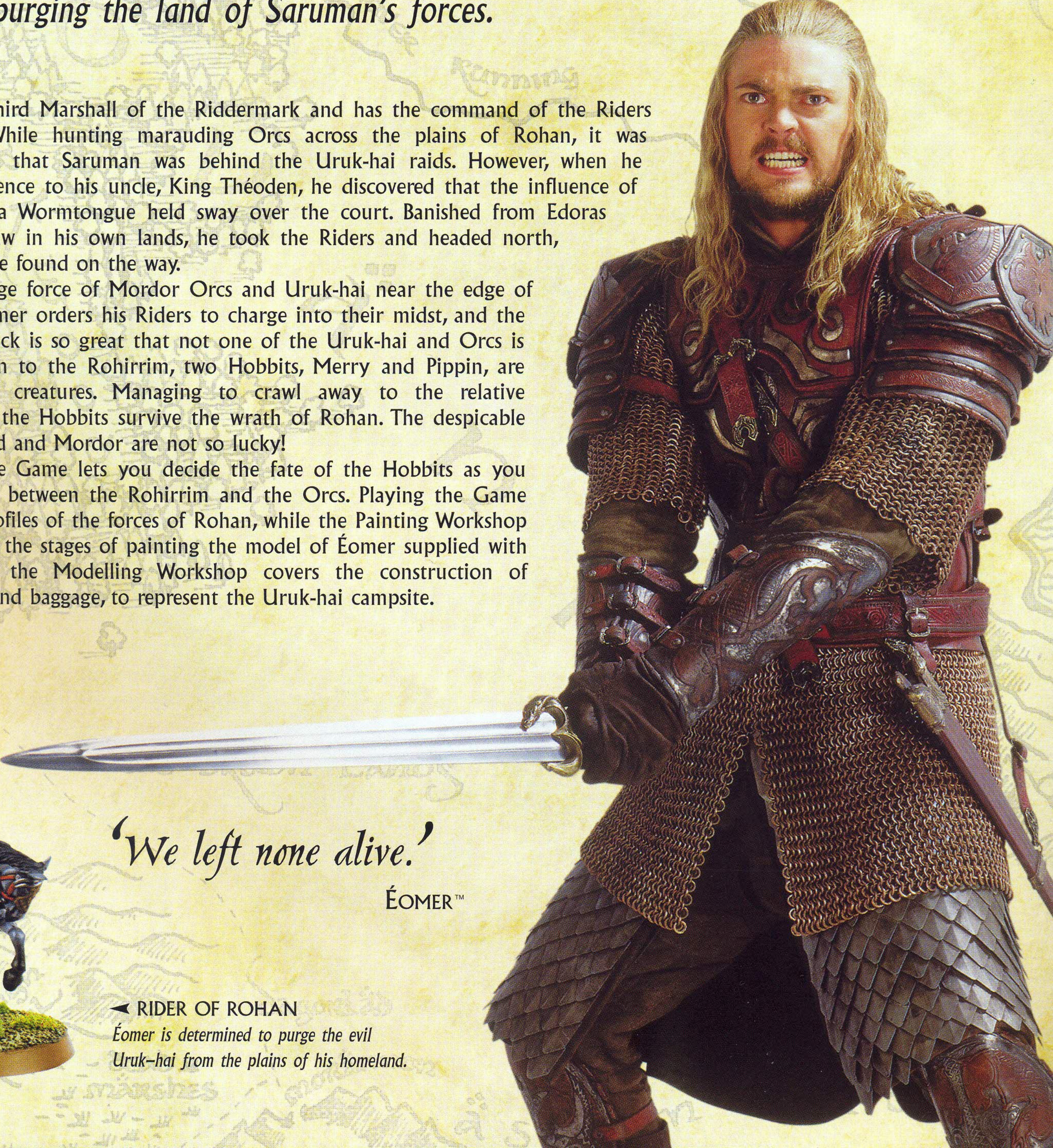
Éomer™, Marshall of the Riddermark™

In this Pack, we follow the exploits of Éomer and his Riders of Rohan. Banished from their homeland by the craven Gríma Wormtongue, they are sworn to rid Rohan of the Uruk–hai threat, whether the King decrees it or not! Éomer battles evil across the Riddermark, purging the land of Saruman's forces.

Éomer is the third Marshall of the Riddermark and has the command of the Riders of Eastfold. While hunting marauding Orcs across the plains of Rohan, it was he who discovered that Saruman was behind the Uruk-hai raids. However, when he presented this evidence to his uncle, King Théoden, he discovered that the influence of the insidious Gríma Wormtongue held sway over the court. Banished from Edoras and made an outlaw in his own lands, he took the Riders and headed north, killing any Uruks he found on the way.

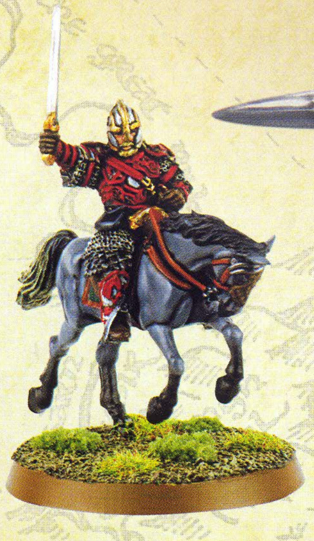
Discovering a large force of Mordor Orcs and Uruk-hai near the edge of Fangorn Forest, Éomer orders his Riders to charge into their midst, and the ferocity of the attack is so great that not one of the Uruk-hai and Orcs is left alive. Unknown to the Rohirrim, two Hobbits, Merry and Pippin, are amongst the foul creatures. Managing to crawl away to the relative safety of Fangorn, the Hobbits survive the wrath of Rohan. The despicable minions of Isengard and Mordor are not so lucky!

This Pack's Battle Game lets you decide the fate of the Hobbits as you recreate the battle between the Rohirrim and the Orcs. Playing the Game presents all the profiles of the forces of Rohan, while the Painting Workshop takes you through the stages of painting the model of Éomer supplied with this Pack. Finally, the Modelling Workshop covers the construction of battlefield debris and baggage, to represent the Uruk-hai campsite.



'We left none alive.'

ÉOMER™



◄ RIDER OF ROHAN

Éomer is determined to purge the evil Uruk–hai from the plains of his homeland.

The Forces of Rohan™

Rohan is the home of the Rohirrim, a race of proud and courageous warriors. Here we present all the characteristics, special rules and points values of the warriors and Heroes of Rohan, which you can use when inventing your own Battle Games.

The lands of Rohan are protected by a force of stout, hardy warriors and Horse-lords, who fight a constant battle against the encroaching tide of evil Dunlendings and Uruk-hai. Fair-haired and strong of arm, the people of Rohan value bravery and honour above all else, and their leaders are powerful warriors who have won the respect of their people through acts of valour. In this Pack we provide a useful reference guide to all the special rules and profiles of the forces of Rohan. Together with Packs 16 and 17's Playing the Game, you will be able to write scenarios pitting the armies of Isengard and Rohan against each other.

◄ THE RIDERS OF ROHAN
The brave Horse–lords of Rohan charge across the plains!

Rohan Special Rules

The following rules apply to most of the forces of Rohan. They are included here as a quick reference guide.

Expert Riders

All Rohirrim on horseback, including the Heroes, are expert riders, and may re-roll the dice for any Jump test they have to take while mounted (not just if they roll a 1, like other cavalry). Note that the dice can only be re-rolled once, and you must accept the result of the second roll, even if it is worse.

Horses of Rohan

Many of the Rohirrim are mounted on horses, making them Cavalry as described in Pack 14's Playing the Game. All of the Heroes of Rohan have the option of riding a horse at an additional points cost. The profile for Rohan Horses is shown below.

	F	S	D	A	W	C	Move	M	W	F
Rohan Horse	0	3	4	0	1	3	24cm/10"	-	-	-

Théoden, King of Rohan (Points value: 60)

Théoden is the ruler of Rohan and leader of the brave horsemen and doughty warriors who stand between the Tower of Orthanc and Gondor. Having been held under the thrall of Saruman and rendered powerless for too long, Théoden has resolved to lead his people to glory once more, to restore the honour of Rohan.

F	S	D	A	W	C	Move	M	W	F
5/-	4	6	2	2	5	14cm/6"	2	0	2

Wargear:
Sword (hand weapon) and heavy armour.

Options:

Shield	5 points
Horse	10 points

Éomer, Captain of Rohan (Points value: 75)

Éomer is the bravest and most gallant of all the Captains of Rohan, and, after the death of Théodred, is the natural heir to the throne. While he may be considered headstrong, he alone spoke out against the evil of Saruman, and it was his bravery that helped turn the tide at the battle of Helm's Deep.

F	S	D	A	W	C	Move	M	W	F
5/4+	4	6	2	2	5	14cm/6"	3	2	2

Wargear:
Sword (hand weapon) and heavy armour.

Options:

Throwing spear	5 points
Shield	5 points
Horse	10 points

Éowyn, Maid of Rohan (Points value: 30)

Éowyn is the sister of Éomer and King Théoden's niece. Like all her kin, she is a born fighter – a shield-maiden of Rohan – and her skill with the sword is more than a match for any man.

F	S	D	A	W	C	Move	M	W	F
4/-	3	3	1	1	5	14cm/6"	2	2	2

Wargear:
Sword (hand weapon).

Options:

Armour	5 points
Shield	5 points
Horse	10 points

Gamling, Bearer of the Royal Standard (Points value: 50)

Gamling is a gallant Captain of Rohan and the bearer of the Royal Standard, who fights valiantly alongside his lord at Helm's Deep.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	6	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon) and heavy armour.

Special Rules:
The Royal Standard of Rohan (see below).

Options:

Royal Standard of Rohan	50 points
Horse	10 points

The Royal Standard of Rohan

The standard is a revered banner and a symbol of the pride of Rohan. Gamling has the singular honour of carrying it aloft into battle, and it inspires all those around it to greater acts of heroism.

Any Hero of Rohan who has 0 Might points in their store at the start of the turn automatically adds +1 Might to their store if they begin the turn within 7cm/3" of the Royal Standard. This also applies to Gamling himself.

▲ RESTORING MIGHT

Éomer has already used up all of his Might, but the inspiring standard increases his store to 1.

Rohan Royal Guard (Points value: 9)

The Royal Guard are hand-picked from the best warriors in Rohan. They are sworn to give their lives in the service of their King and to fight without fear. They are recognised on the field of battle by their intricate armour and fine weaponry.

F	S	D	A	W	C	Move	M	W	F
4/4+	3	6	1	1	3	14cm/6"	-	-	-

Wargear:
Sword (hand weapon), heavy armour and shield.

Options:

Throwing spear	free
Horse	6 points

Special Rules:
Bodyguard (see below).

Bodyguard

At the beginning of the game, choose one Hero of Rohan among those in your force for the Royal Guard to protect. As long as that Hero is on the table, all Royal Guard automatically pass any Courage tests they have to take. If the Hero is killed or leaves the table for any reason, the Royal Guard revert to the normal rules for Courage.

➤ COURAGEOUS BODYGUARD
As long as their lord, Éomer, lives, the Royal Guard have no fear of terrifying foes. Saruman's Terrifying Aura spell has no power over the loyal bodyguard.

Optional Shields and Armour

If you choose to take armour for any warrior or Hero, this adds 1 to their Defence value. Likewise, heavy armour adds 2 to their Defence.

If you purchase a shield as an option for any model, remember to add 1 to its Defence value unless it also carries a bow. The model may use the Shielding special rule in combat, but only when fighting on foot.

Rohirrim Expert Riders
Riders of Rohan are particularly skilled at fighting on horseback. Any Rohan Hero or warrior receives the +1 bonus to their Defence for having a shield, even if they are armed with a bow, as long as they are mounted.

Captain of Rohan (Points value: 40)

The Captains of the Rohirrim are the leaders amongst the Rohan soldiery. Accomplished riders who are skilled in the arts of war, they are chosen for their bravery and loyalty to the Standard of Rohan.

F	S	D	A	W	C	Move	M	W	F
4/4+	4	4	2	2	4	14cm/6"	2	1	1

Wargear:
Sword (hand weapon).

Options:

Armour	5 points
Heavy armour	10 points
Throwing spear	5 points
Shield	5 points
Bow	5 points
Horse	10 points

Warrior of Rohan (Points value: 6)

The bulk of the Rohan soldiery comprises a standing militia of footmen. These warriors are equipped with sturdy, functional weapons and are skilled with the bow and throwing spear.

F	S	D	A	W	C	Move	M	W	F
3/4+	3	4	1	1	3	14cm/6"	-	-	-

Wargear:
Sword or axe (hand weapon) and armour.

Options:

Throwing spear	free
Bow	1 point
Shield	1 point

Rider of Rohan (Points value: 13)

Rohan is famed for its Riders, who form the finest cavalry in Middle-earth. Firing bows from the saddle and charging down their enemies with impunity, the Riders of Rohan are feared by all their foes.

F	S	D	A	W	C	Move	M	W	F
3/4+	3	5	1	1	3	14cm/6"	-	-	-

Wargear:
Sword or axe (hand weapon), armour, shield and bow.

Options:

Throwing spear	free

The Wrath of Rohan!™

Unaware of the presence of the captured Hobbits, Éomer and the Riders of Rohan charge into the midst of the Orcs and Uruk–hai, showing no mercy. This Battle Game allows you to refight the ferocious clash between the Rohirrim and the Forces of Evil.

Merry and Pippin have been captured by a band of Uruk-hai who are taking them to their master, Saruman, for interrogation. The Uruk-hai have been joined by a group of Mordor Orcs – the quarrelsome servants of Sauron. Together they have reached the edge of Fangorn Forest, but their camp has been surrounded by Rohirrim. Éomer's soldiers prepare to attack and destroy the evil creatures utterly! The Evil player must try to escape with their captives, while the Good player's goal is to wipe out all the Evil forces.

◄ CHARGE OF THE ROHIRRIM

Charging cavalry is a fearsome force and few enemies can stand against such an onslaught.

THE COMBATANTS

In this Pack you will have received a miniature of Éomer. In addition to this model, the Good player will need 12 Warriors of Rohan and 6 Riders of Rohan (supplied with Packs 7 and 14 respectively). The Evil player will need Uglúk, Grishnákh, 8 Uruk-hai warriors with swords and shields and 8 Mordor Orcs (4 with spears, and 4 with hand weapons and shields). Card miniatures of the Mordor Orcs were supplied with the last Pack. You will also need to represent Merry and Pippin. Card figures of these two Hobbits were supplied with Pack 1.

▼ THE ROHIRRIM

The valiant Éomer leads the forces of Rohan.

► THE CAPTIVES

Merry and Pippin try to escape their captors.

◄ FORCES OF EVIL

The Uruk–hai defend their camp against the Rohirrim.

CHARACTER PROFILES

WARRIORS OF ROHAN™

Led by the brave Éomer, third Marshall of the Riddermark, the Riders of Eastfold are sworn to rid the lands of Rohan of the Orc menace once and for all. Although disheartened that their king, Théoden, has apparently forsaken them, the Horse-lords battle on to secure the freedom of their people.

URUK-HAI™

Marching across the lands of Rohan – burning and pillaging as they go – the Uruk-hai, led by Uglúk, will stop at nothing to carry out Saruman's orders. With their Hobbit captives in tow, they seek to return to Isengard so that their Evil master can interrogate Merry and Pippin, and learn the location of The One Ring.

MORDOR ORCS™

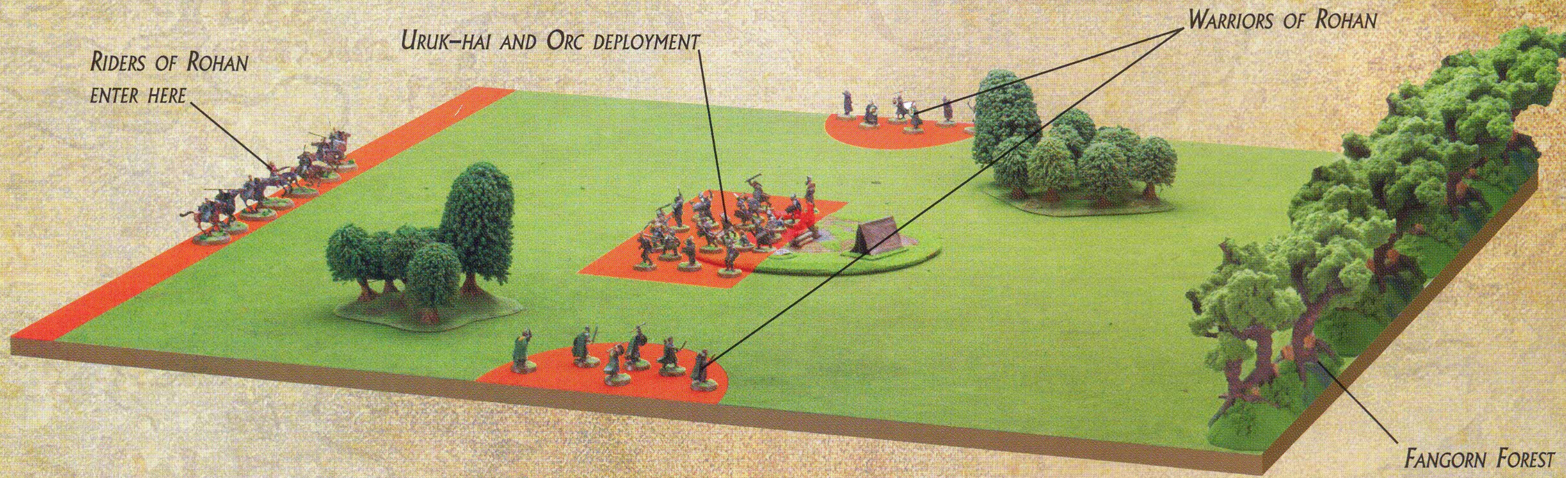
Dispatched by the Dark Lord Sauron, Grishnákh and his motley band of Orcs have finally caught up with Saruman's Uruks in Rohan. After failing to wrest control of the Halflings from Uglúk, the Mordor Orcs must instead join forces with the Uruk-hai against the unexpected strike of the Rohirrim!

The Gaming Area

For this scenario you will need a gaming area approximately 120cm / 4′ by 120cm / 4′. One edge of the board should be lined with trees (the Fangorn trees from last Pack's Modelling Workshop are ideal). The opposite edge is the Riders' table edge. Place a campsite in the dead centre of the board.

Starting Positions

The Good player deploys their Riders of Rohan and Éomer so they are touching the Riders' table edge. The player also deploys Warriors on foot on the flanks of the gaming area. Measure a point exactly halfway along both sides of the board. The Rohirrim models may be placed anywhere within 14cm / 6″ of this point. The Uruks and Orcs may set up around the centre point, but no closer than 30cm / 12″ from a Rohirrim deployment zone, and no closer than 60cm / 24″ to the Fangorn edge.



Special Scenario Rules

Hobbit Prisoners

At the start of the game, the Evil player is in control of the Hobbits. The Evil player must assign one Orc or Uruk-hai to guard each Hobbit. Use the card figures of Merry and Pippin to mark which models carry them. While an Evil model is guarding a Hobbit prisoner, it may only move at half its normal movement rate. Hobbit prisoners have no 'control zone'. If a guard is engaged in combat, the Hobbit is moved aside for convenience to allow the Rohirrim to attack, but must remain as close as possible.

The following rules apply to Hobbit prisoners:

- Hobbits may not attack while they are prisoners. Evil models are not allowed to attack a Hobbit while it is imprisoned. Good models may never attack Hobbits.
- A Hobbit may not be passed from one guard to another. It stays with its original guard until one of them is killed.
- A Hobbit is automatically freed if its guard is killed. Once free, it may move and fight following the usual rules. However, the Evil player may attempt to recapture a freed Hobbit. If a free Hobbit is defeated in combat, and as long as no other Good models are involved in the same fight, then the Hobbit is recaptured. The Evil model strikes no blows, but becomes a guard instead. This is the only way that guards can be changed during the game.
- As the Rohirrim are not aware of the Hobbits' presence, they may shoot at a guard. Merry and Pippin count as being 'in the way'.
- Merry and Pippin have no wargear, and so count as being unarmed for the purposes of the game. This means that if they have to fight, they must deduct 1 point from their dice rolls to see if they win.

▲ **BID FOR FREEDOM**
Éomer slays the Orc guard, and the Hobbit is free to escape into the forest.

BASE PROFILES

	F	S	D	A	W	C	Move	M	W	F
Éomer	5/4+	4	6	2	2	5	14cm/6"	3	2	2
Rider of Rohan	3/4+	3	5	1	1	3	14cm/6"	-	-	-
Horse	0	3	4	0	1	3	24cm/10"	-	-	-
Warrior of Rohan	3/4+	3	4	1	1	3	14cm/6"	-	-	-
Merry and Pippin	3/-	2	3	1	1	4	10cm/4"	0	0	1
Uglúk	5/-	4	5	2	2	3	14cm/6"	3	1	1
Grishnákh	4/-	4	4	2	2	3	14cm/6"	3	1	1
Uruk-hai	4/-	4	5	1	1	3	14cm/6"	-	-	-
Mordor Orc	3/5+	3	4	1	1	2	14cm/6"	-	-	-

NB: Any model that carries a shield adds +1 to its Defence value. Riders of Rohan already have this bonus included in their profile, because they are always equipped with shields.

The Forces of Rohan

All the rules and profiles for Éomer, his Riders and the Warriors of Rohan can be found in this Pack's Playing the Game (pg 2-7).

Uglúk

Wargear: Uglúk is armed with a sword (hand weapon) and armour.

'Get Back, Mordor Scum!': See Pack 16's Playing the Game for full details of this special rule.

Merry and Pippin

Wargear: In this scenario Merry and Pippin have no wargear.

Uruk-hai

Wargear: Uruk-hai warriors are armed with a sword (hand weapon), shield and armour.

Grishnákh

Wargear: Grishnákh is armed with a sword (hand weapon) and armour.

Mordor Orcs

Wargear: The Mordor Orcs are armed with either a spear or a hand weapon and shield. If equipped with a shield, they gain +1 Defence as noted in the table above.

WINNING THE GAME

- The Evil side wins immediately if it can get either Merry or Pippin off the board on the Fangorn Forest side under guard. Any Uruk-hai or Orc casualties sustained are not important – all that matters is getting the prisoners back to Isengard or Mordor. The Evil side also wins if all the Good forces are destroyed.

- If both Hobbits are slain before they reach Fangorn, the Evil side loses – the Evil side needs to keep at least one Hobbit alive for interrogation.

- The Good side wins if both Merry and Pippin are freed and manage to reach the safety of Fangorn Forest by moving off the board on the Fangorn Forest edge, without their guards. The Good side also wins if it destroys all the Orcs and Uruk-hai before the Evil side achieves its own victory conditions.

Alternative Approaches

Points Match

If you want to play this game with alternative forces, then choose an equal points value for each side of at least 200 points per player. No more than a third (33%) of the models may be armed with missile weapons. Use the guidelines from Pack 17's Playing the Game for more information about choosing forces in points matches.

Another great way to replay this scenario is to combine forces with a friend and try the game with 12 Riders of Rohan and no Warriors on foot. This will make for an even faster and more exciting game!

ROHIRRIM TACTICS

Games can often be won or lost at the deployment stage. Good deployment will give your force an advantage early on. The set-up of the board allows you to almost surround the Evil force from the beginning, and it is a good idea to take advantage of this. Your Warriors on foot can be placed alongside the Uruks and Orcs, on their flanks. Even if they fail to catch the Evil force, their bows and throwing spears make them very useful to clear a path for Éomer and his Riders.

The speed of your cavalry is your greatest asset. Éomer's Might allows you to make Heroic Actions, and a well-timed Heroic Move can be a major advantage in this scenario! Cavalry charges can knock opponents to the ground and slow down the enemy's escape.

Freeing Merry and Pippin is the prime objective, and the only sure way to do this is in combat. Shooting at their guards is a risky action, as you may end up killing the poor Hobbits instead! This means you need to move quickly to help the Halflings and kill their guards in combat.

◄ FLANKING FORCE

The Warriors of Rohan attack the Orc flanks, assaulting them with throwing spears and bowfire.

▲ MIGHTY HERO

Éomer calls a Heroic Move to speed the Riders' assault against the Evil force.

Uruk-hai Tactics

The aim of the Evil side is to shepherd the Hobbits into Fangorn. The guards will obviously have to move towards the forest as fast as possible, and staying out of combat is the best way to achieve this. This is not as easy as it sounds, because the Riders of Rohan have such a high Move value, and Éomer's Might gives them the ability to make Heroic Moves and Combats. Keeping the tougher Uruk-hai between the Rohirrim and your guards will slow the Good side down. If the Good player wins priority and looks as though he could charge your guards, your superior store of Might will allow you to counter the assault by calling a Heroic Move.

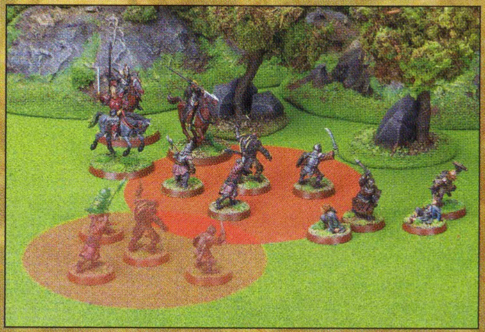
You have two Heroes at your disposal in this scenario, and it might be worth making one of them a guard, while keeping the other free to fight where he is most needed. As Uglúk has the higher Defence value, it would be more appropriate for him to be a guard. The Uruk-hai Hero is hard to kill, making it less likely that the Good player will free the Hobbit prisoner.

◄ DELAYING TACTICS

The 'wall' of Orcs slows down the Rohirrim so that the guards can escape with the Hobbits.

► INTERCEPTION

The Riders of Rohan have a clear path to the Orc guards, but Grishnákh makes a Heroic Move to foil the Good player's plan.



◄ GUARDING THE HOBBITS

Uglúk easily slays the Rohirrim on the edge of Fangorn, keeping his prisoner safely in tow!

Next Pack...

In next Pack's Battle Game, you will be able to play the exciting 'Watcher in the Water' scenario. This is the first of our special linked scenarios, which will enable you to play out the adventures of The Fellowship as they journey through the Goblin-infested underground kingdom of Moria!

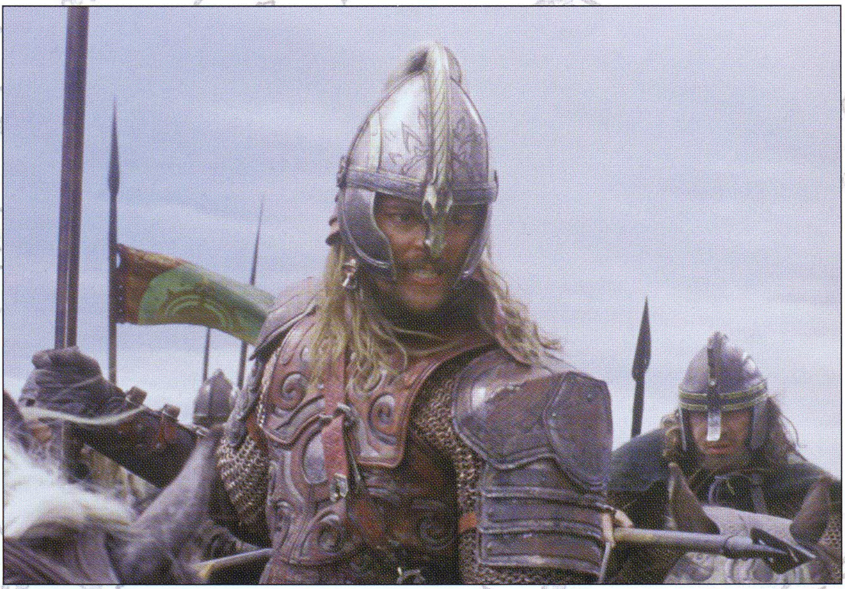
> *'I would not take the road through Moria unless I had no other choice.'*
>
> GANDALF™

► ANCIENT GUARDIAN

The Watcher in the Water erupts from the lake to destroy The Fellowship.

Éomer™

Exiled from the city of Edoras by Saruman's evil machinations, Éomer leads a band of mounted warriors who are still loyal to Rohan. This Painting Workshop shows you how to paint the Marshall of the Riddermark.



Éomer, astride his horse, charges to King Théoden's rescue at the Battle of Helm's Deep. His distinctive armour is befitting of his station as an heir to the throne of Rohan, and makes him stand out at the head of a charge. In this Painting Workshop, we will show you how to paint your new Éomer model. The model is quite easy to paint and the final effect is very rewarding. We will also be showing you how to paint Éomer's horse, creating a subtle dark grey finish to the model. To paint both these models you will need the following paints: black, white, flesh, silver, brown, gold, green, yellow and red.

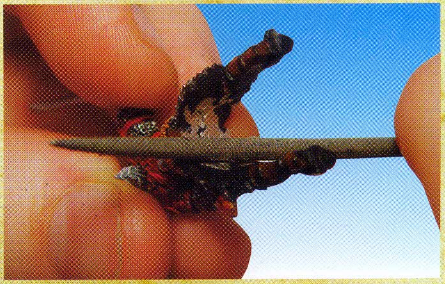
◄ HERO OF THE RIDDERMARK
Astride his horse, Firefoot, Éomer rides out to meet the foe.

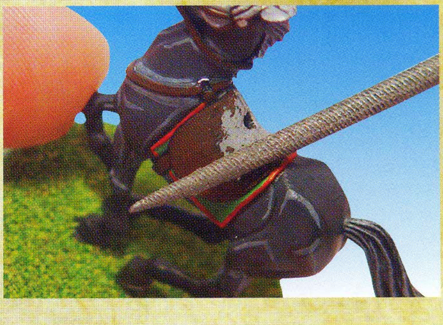
PAINTING ESSENTIALS

Gluing Metal to Plastic

This model is a little different from your Riders of Rohan because Éomer is a metal model, while the horse is plastic. As with your Riders of Rohan, you may find it easier to paint them separately before attaching them with superglue. When you do glue them together, you may find that the rider comes off easily. This is because the superglue will bond with the paint itself and not the model. Unfortunately, the bond between the paint and the model isn't that strong and the paint can easily peel off, separating the rider from his mount. To get a better bond between rider and horse, use a file to scrape away the paint at the top of the horse's saddle, then do the same to the underside of Éomer, between his legs. Apply the glue now and it will form a strong bond directly between the metal and the plastic.

➤ *File away paint from the bottom of the saddle so that the glue bonds with the metal.*

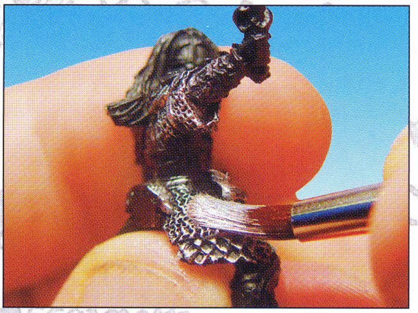




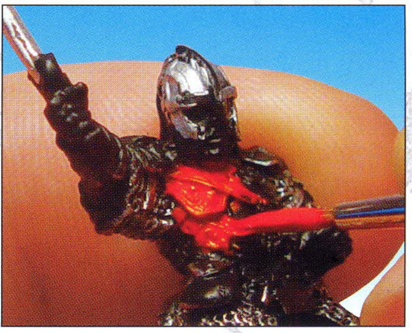
◄ *The top of the horse is filed so the glue can contact the plastic.*

1 Éomer's Armour

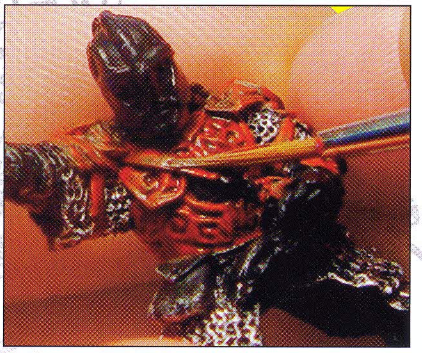
After undercoating the model in black, paint Éomer's helmet silver, then dry-brush the rest of the armour with silver. Once dry, you can start on the armour's distinctive red panelling. Use red to carefully paint the front and back of Éomer's breastplate along with the shoulder, arm and leg guards. His sword scabbard can also be painted red at this time. Next, water down some brown paint to create a wash, and apply this over all the red areas. Be extra careful not to let the wash run onto any of the silver armour. Finally, paint the buckles and the inner circles on the front and back of Éomer's chest armour with silver.



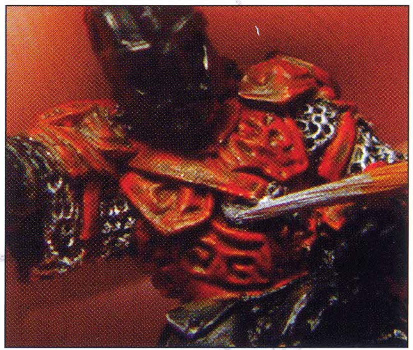
◄ A simple dry-brush of silver is enough for all the metal armour.



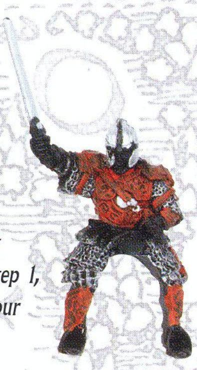
► Be careful not to get any red onto other areas.



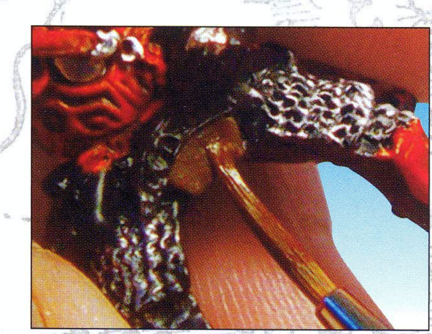
▲ A wash of brown will darken down the red so it's not too bright.



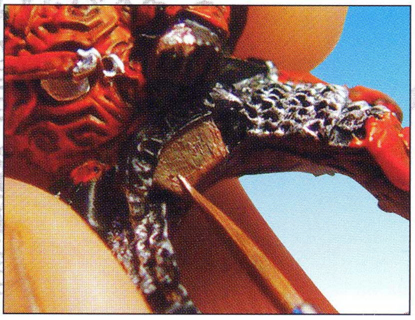
▲ Carefully paint in the silver details to finish the armour.



► Éomer at the end of Step 1, with his armour painted.



◄ Brown is carefully painted onto Éomer's saddle and boots.



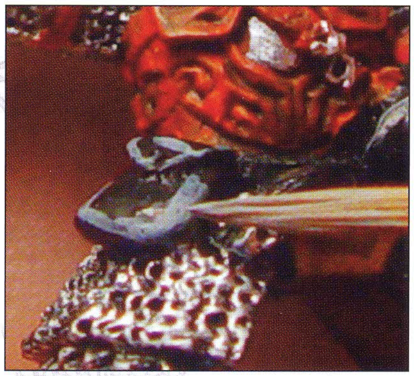
► A highlight of a lighter brown is painted onto the edges.

2 Brown Leather

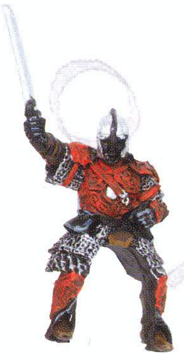
Paint the saddle, stirrups and boots with brown. Colour Éomer's undershirt on his right arm brown, too. Be careful not to get brown on the armour that you have already painted red. If you do, don't worry – just paint over the area again. The boots and saddle can then be highlighted if you want. Add some yellow to the brown and paint this along the very edges.

3 Black Leather

Éomer's belt, pouch and gloves are painted black. Mix white with black until you have created a grey colour you are happy with. Then paint this along the edges of the pouch and on the knuckles of Éomer's gloves.



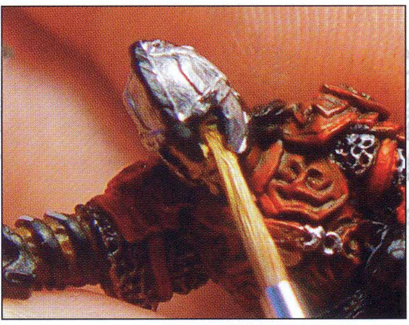
► Painting grey along the edges gives the black pouch a highlight.



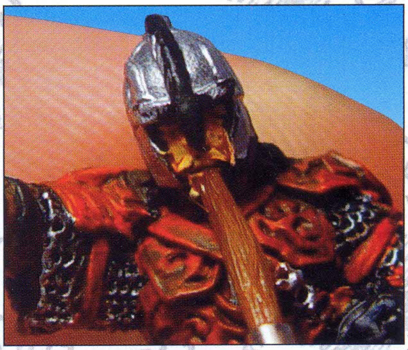
▲ At the end of Step 3, Éomer is ready for his face and other details to be painted.

4 Éomer's Face

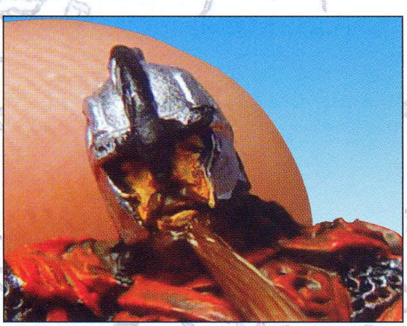
Carefully paint Éomer's face with flesh. Avoid getting this paint onto the helmet if you can. When dry, create a brown wash and apply a little of this to Éomer's face. Be sure not to apply too much or it will run over the armour you have already painted. Éomer's beard and hair is first painted brown. Next, mix yellow and white and carefully paint over the area so that a little of the original brown is showing at the edges.



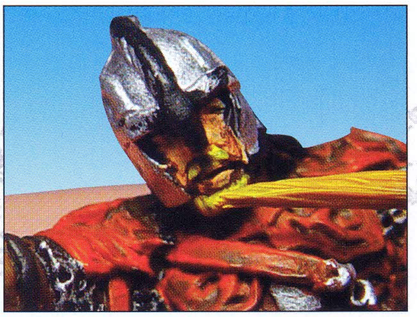
◄ Take extra care not to get any flesh paint onto the metal of Éomer's helmet.



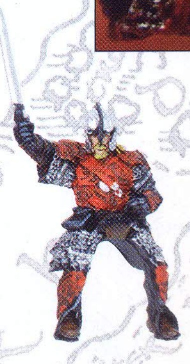
▲ Only a small amount of wash is needed for the face.



▲ A fine brush is used to paint the beard brown.



▲ Try to leave a small amount of the brown showing at the edges.

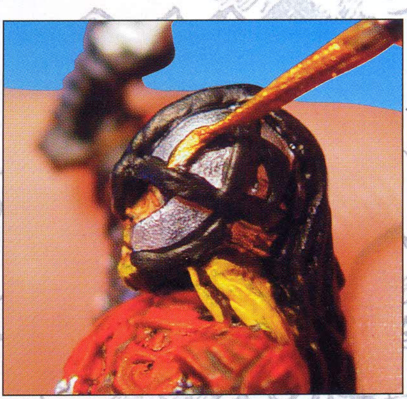


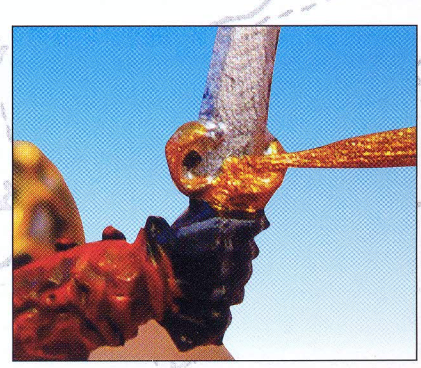
◄ Éomer at the end of Step 4, with his face painted.

5 Helmet, Sword and Details

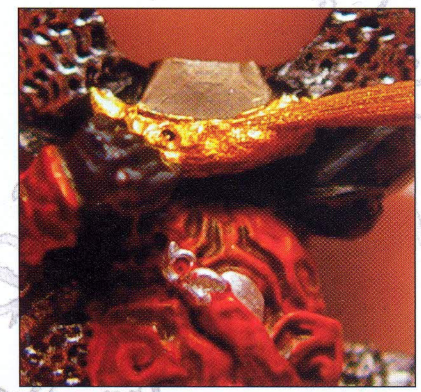
The banding on Éomer's helmet is re-undercoated black if needed and then painted gold. When painting the banding, be careful to leave behind thin black lines, creating definition between the two metallic colours. The hilt of Éomer's sword and the top of his saddle can also be painted gold now. Because the plume on Éomer's helmet is made from horse hair, we will make it look the same as the horse's mane. First paint it grey and then carefully dry-brush white over the top. With the rider finished, you can now start to paint Éomer's horse, Firefoot.

➤ The black line helps to define the contrast between the two metallic paints.

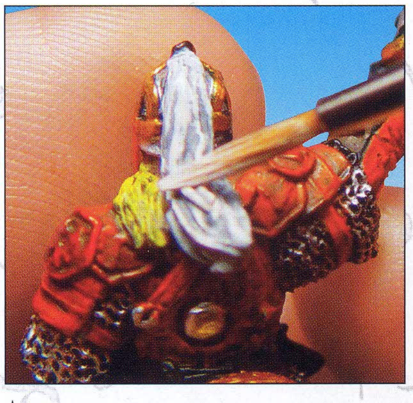




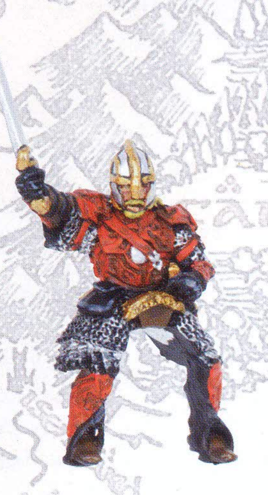
◄ The details of Éomer's sword are painted with gold.



▲ Gold is also used to decorate Éomer's ornate saddle.



▲ This plume is painted the same as the horse's mane.



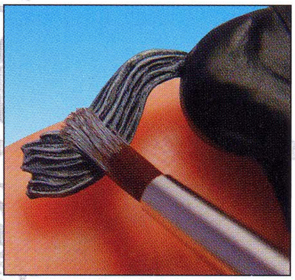
◄ Éomer is now painted and ready for his mount.

Éomer's™ Horse

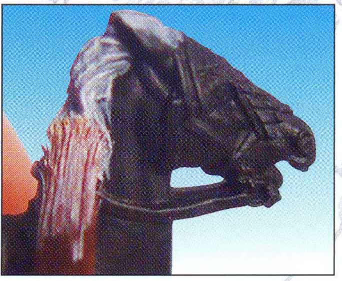
Éomer's horse, Firefoot, is painted using the same techniques as all your other Rohan horses. It is dark grey in colour and lightens considerably toward the head, until it is almost white.

1 The Tail and the Mane

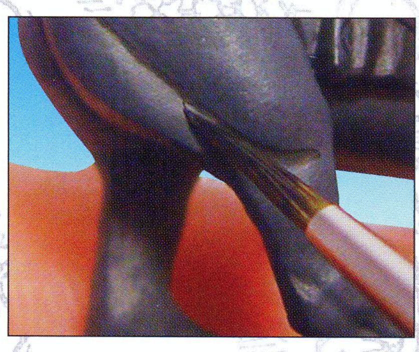
This horse's tail is much darker than its mane. Mix black and white to create a mid grey tone and dry-brush this over the tail. To get a lighter-looking mane, paint your mid grey onto it without dry-brushing. Try to get a complete covering of grey on the mane with no black showing. Dry-brush white over this once the grey has dried.



Dry–brush the tail with grey.

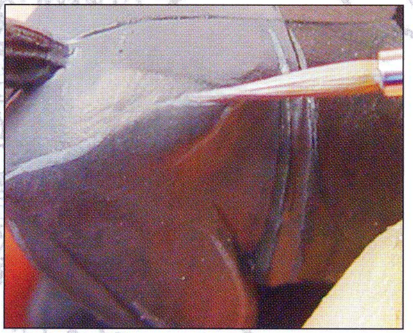


After painting the mane grey, dry–brush it with white.



Use a mid grey to highlight the muscles.

Thin black lines painted into the creases define the horse's muscles.

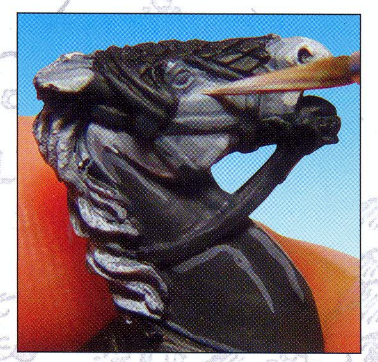


2 The Body and Neck

Mix a dark grey colour and paint this over all of the horse's flesh, including the neck. To create a sense of depth and definition to the muscles, paint thin black lines into the creases and dips on the horse's body and neck. Don't apply this black lining to the head, as we want it to appear lighter in the next step. Mix a little more white into your grey to make a mid grey tone. With this mid grey, highlight the edges of the muscles, as shown in Pack 13's Painting Workshop.

3 The Head

Paint the head with the mid grey colour you used to highlight the body. Paint the whole of the head with this mid grey, leaving none of the original grey showing. Next, mix even more white with this mid grey, creating a light shade. Paint this light grey over the head, leaving behind thin lines of mid grey in the deepest recesses. Finally, highlight the head with white paint.

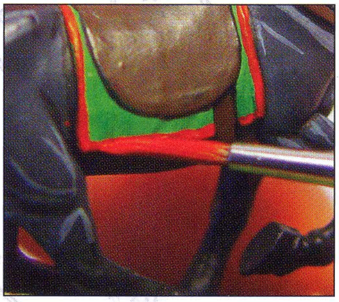


Highlight only the very edges of the muscles with the white.

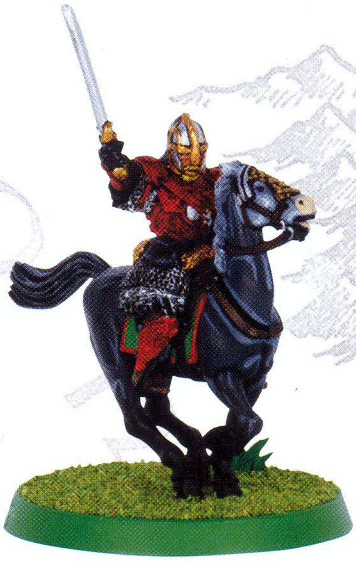
4 Finishing Touches

Éomer's horse has black markings on its legs. Paint the legs black up to the knees. The hooves can be left black and the muzzle of the horse is easily painted with flesh. The saddle blanket is painted green. When that is dry, paint a red and brown mix along the edges, creating decoration. The saddle itself can be painted brown along with all the reins and straps. The detail on the horse's head armour is painted gold. Finally, paint silver onto all the buckles. Once the horse is based, Éomer is ready to charge into action.

Paint a thin red line around the saddle blanket.



The finished rider and mount, ready to gallop into battle.



Wilderness Campsite

The wilds of Middle-earth are vast and filled with danger. Travellers need to be prepared for harsh weather and prowling Orcs. Having a good campsite is essential for survival in such an unforgiving wilderness.

Travellers in Middle-earth must be self-sufficient and able to provide for themselves. An experienced Ranger like Aragorn knows how to set up a camp and hunt for food, while the baser Uruk-hai need none of these comforts and sleep where they fall. In this Pack's Modelling Workshop you will learn how to make a campsite for use in your Battle Games. We will be showing you how to create a scenic base incorporating the various elements of a campsite, such as a campfire, bedrolls and the like. Making a campsite scene like this can be easier to store and to set up for a game. If you prefer, all these different elements can be mounted on their own card bases. This gives you more options and flexibility when setting up your own battlefields.

◄ MURDER BY TWILIGHT
The Orcs and the Uruk–hai defend their camp from the Riders of Rohan.

YOU WILL NEED

HARDBOARD*, THICK CARD* AND FOAM CARD*

JUNIOR HACKSAW* AND CRAFT KNIFE*

SANDPAPER*

PVA GLUE* AND SUPERGLUE*

PAINTBRUSH*

BROWN, YELLOW, BLACK AND WHITE ACRYLIC PAINTS*

FLOCK*

PAPER TOWELS

* Available from your local DIY or hobby store

STONES AND DRY TWIGS OR STICKS

STRING*

Textured Paint

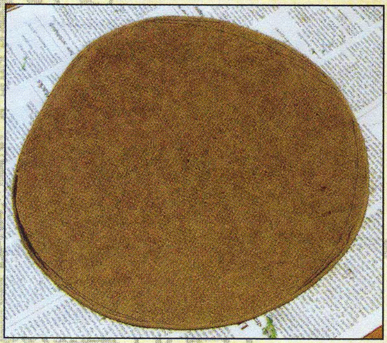
Textured paint is normal paint with sand mixed in. The sand gives the paint a grainy texture that is ideal for modelling purposes. There are generally two types of textured paint, 'fine' and 'rough'. Fine textured paint is used the most during modelling projects and it can come in a variety of colours. Black is very useful as it does not need to be undercoated afterwards. It is available in most DIY stores and a typical 5-litre pot will last a very long time.

Always follow the manufacturer's safety instructions on the tin – many types of textured paint need to be used in well-ventilated areas.

Making the Base

1 The Hardboard Base

Draw a rough circle onto a piece of hardboard. Make the circle about 25cm/10" in diameter. Cut this circle out with a junior hacksaw. Take it slow and be careful or you may snap the saw's blade. Once you have your base, sand the sides to get rid of all the rough edges.


◄ CIRCULAR BASE
Only a rough circle is needed for the base.

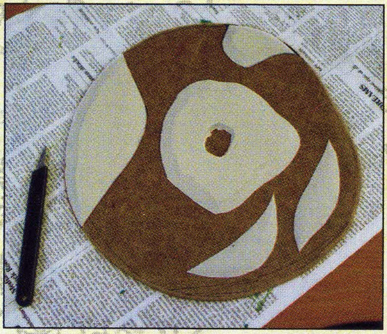
TOP TIP

While it is possible to cut hardboard with a hacksaw, you may find that using a power tool is a lot easier and quicker. Power tools can be dangerous if used incorrectly – you must read and follow all safety instructions and age restrictions provided by the tool manufacturer before using one.

2 Contouring the Base

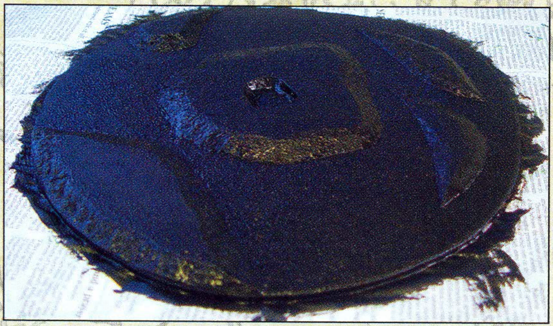
Giving the base some gentle rises prevents the campsite from appearing unnaturally flat. Foam card is used to give the base this shape and contour. Cut the foam card into rough shapes, then use a craft knife to shave the edges into gradual slopes. Glue these around the base as you see fit.

To make a fire pit, cut out a rough circle of foam card – about 10cm/4" in diameter – with a craft knife. Next, cut a smaller hole out of the middle of your foam card circle (about 3cm/1" diameter). Glue the fire pit in the approximate centre of your hardboard base.

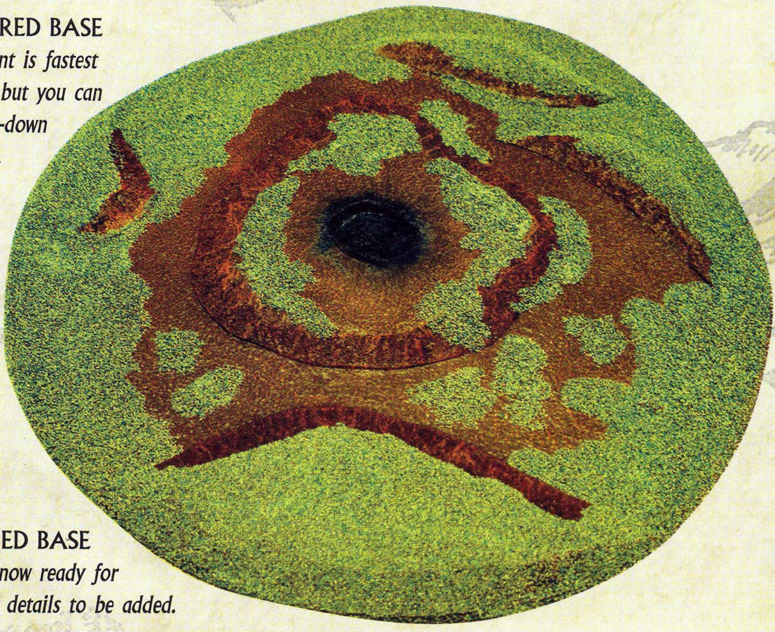

► CONTOURED BASE
Rises like these give the base a more natural look.

3 Painting the Base

Once the glue is dry, paint a thin coat of textured paint over the top of the whole base. This does two things – fills in any gaps and gives the base a rugged look ideal for a campsite floor. You will have to leave the base for three or four hours to let the textured paint dry completely.


◄ TEXTURED BASE
Textured paint is fastest and easiest, but you can use watered-down plaster filler.

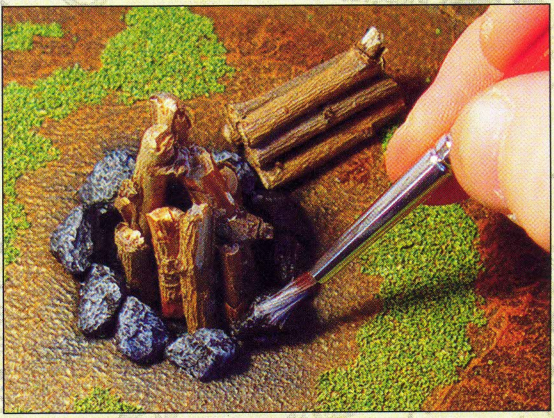
Next, paint the whole base brown. Then mix brown and yellow together and dry-brush this mix over the whole model. Glue flock to the base in patches, allowing the original brown to show through in places. Finally, when all the glue has dried, dry-brush black over the area in and around the fire pit. This creates a look of scorched earth.


► FINISHED BASE
The base is now ready for the campsite details to be added.

Campsite Equipment

1 Making a Fire

To make a fire, you will need to collect some dry sticks or twigs from your garden or a park. Cut the twigs into 2cm/1" lengths. Next, glue these lengths into the fire pit, in such a way that they form a cone-shaped pile. Glue some stones around the fire pit as shown, then paint them black and dry-brush them grey. If you like, you can glue on some cotton wool to represent smoke. Arrange and glue any left-over twigs into neat piles next to the fire. These can be the spare logs ready to be burnt.



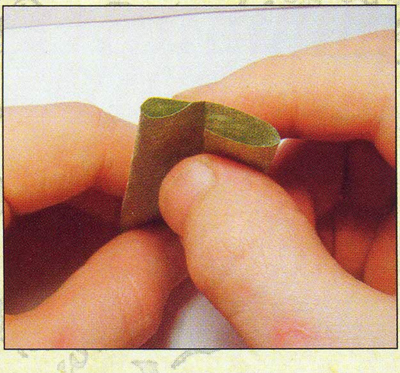
◄ THE CAMPFIRE

Using suitable twigs collected from the park or garden means you won't need to paint them.

2 Bedrolls

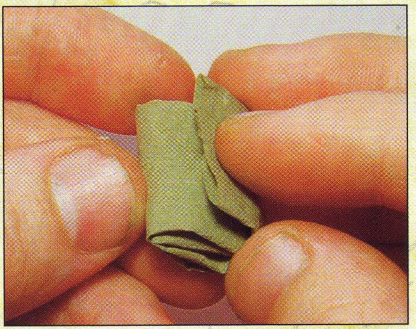
To make a bedroll, you will need some paper towels. Make sure the towels are the 'crunchy' type and not the soft, absorbent type found around the kitchen. Cut some of this paper towel into strips approximately 6cm/2¼" by 10cm/4". Fold over and glue the sides of this strip, without causing a crease. This will give the finished bedroll the appearance of bulk. Roll the towel up so that the folds are on the inside, then glue the end down. Next, wrap a length of string around each end of the bedroll. Glue them down with superglue and cut off any excess string.

Before painting the bedroll, thin down some PVA glue with water and apply this over the whole of the bedroll. This will create a seal around the paper towel that gives you a suitable surface to paint on. Undercoat the whole bedroll black before painting it brown. Next, dry-brush the blanket with a lighter brown. Finally, paint the string with an even paler brown colour.



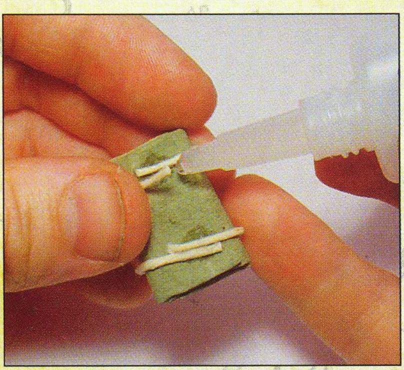
◄ FOLDING THE PAPER

Be careful not to crease the towel when folding the sides over.



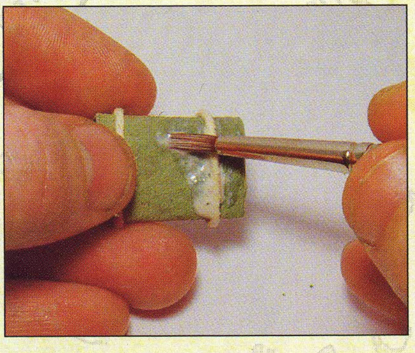
➤ CREATING THE ROLL

Again, be careful to avoid any creases.



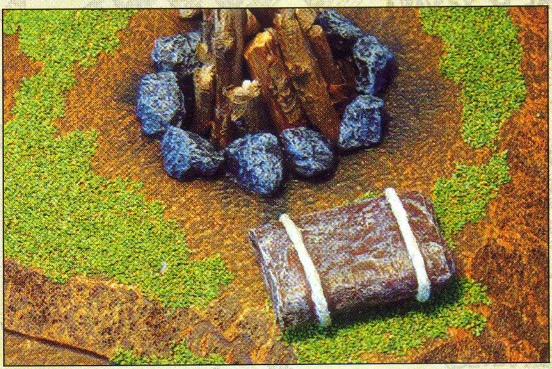
◄ ROPE BINDINGS

Glue the ends of the rope down with superglue, being careful not to get any onto your fingers.



➤ A PVA COATING

A coating of watered-down PVA glue gets the bedroll ready for painting.



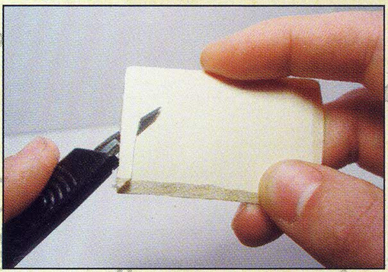
➤ FINISHED BEDROLL

When painted, the bedroll looks great on the campsite base.

Making a Tent

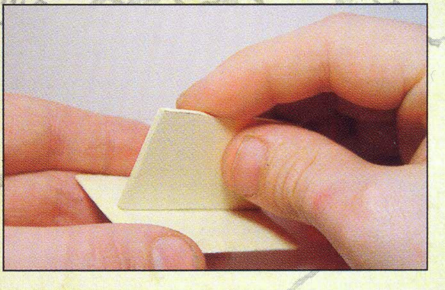
1 Making the Frame

Cut a rectangle from a piece of card about 3cm / 1" by 5cm / 2". This will be the upright frame for your tent. Draw another rectangle approximately 4cm / 1½" by 6cm / 2½" for the base. Shave the edges of the tent's base with a craft knife so they are slanted. This helps to prevent the base from looking too artificial. Superglue one of the long edges of the upright along the middle of the base so that the two pieces form a 'T' shape.



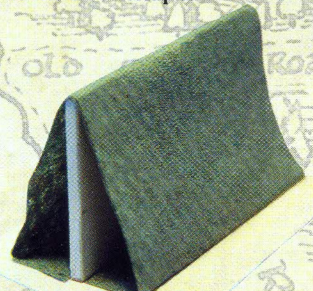
◄ ANGLING THE BASE

Cutting the base at an angle like this gives it an appearance that is more natural.



► GLUING THE FRAME

This 'T' shape will form a solid frame for you to hang the canvas on.



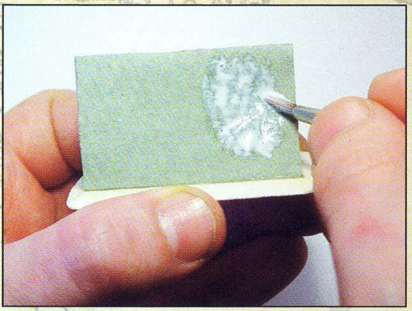
◄ CANVAS

A piece of paper towel is folded into shape and stuck down.

2 The Canvas

Cut a length from a paper towel the same width as your upright (5cm / 2") and approximately 8cm / 3¼" long. Fold this in half along its width, then fold under about 1cm / ½" of the ends. Your canvas should now form a rough tent shape.

Run a line of PVA glue along the top of the upright. Then place the centre fold of the canvas straddling it. Next, put glue onto the base and stick the folds down so that the canvas forms a permanent tent shape.



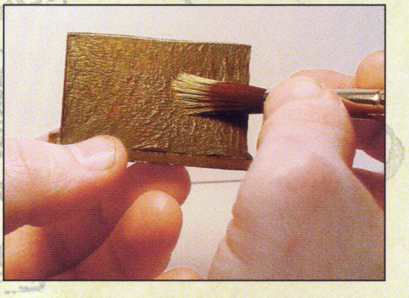
► PVA COATING

This PVA coating will provide a suitable surface to paint on exactly like on the bedrolls.

3 Painting the Tent

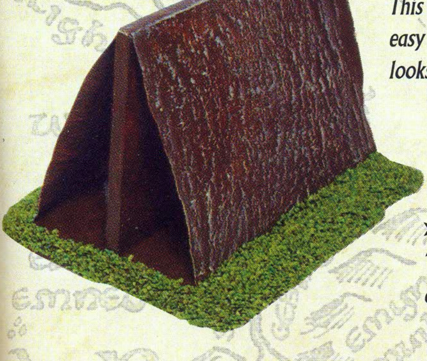
The paper towel of the canvas needs a coat of watered-down PVA before you can paint it. As it dries, a thin surface of PVA will be left behind. This gives a good base to paint on.

Once the PVA is dry, paint the tent and base brown. Next, mix a lighter brown and carefully dry-brush this onto the canvas. Be extra careful when dry-brushing the canvas as it is only made of paper and could tear. Finally, the base can be flocked and the tent is finished.



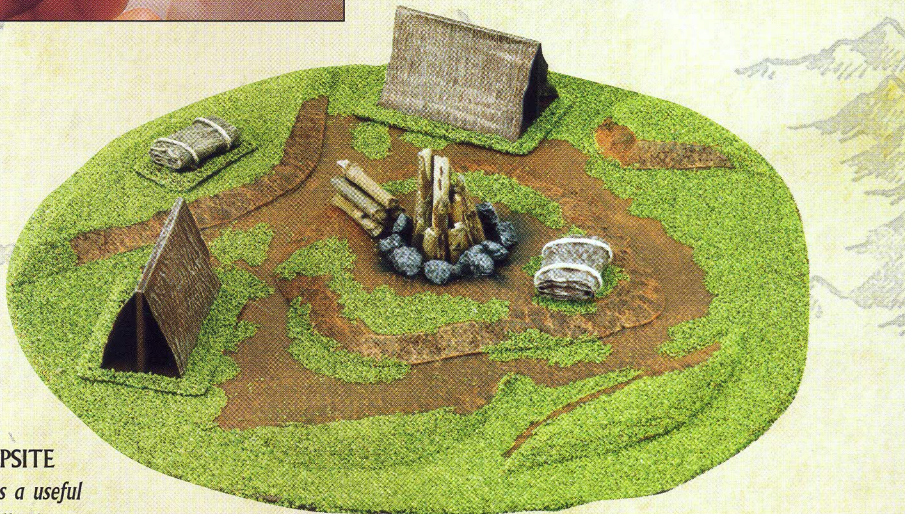
◄ CAREFUL DRY-BRUSH

Draw your brush across gently when dry-brushing the tent.



◄ FINISHED TENT

This simple tent is easy to make and looks great.



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